

Project Title: Real-Time Communication System Powered by AI for Specially Abled

Project Design Phase-I - Solution Fit Template

Team ID: PNT2022TMID06858

Define CS, fit into CC

1. CUSTOMER SEGMENT(S)

Who is your customer?  
i.e. working parents of 0-5 y.o. kids

CS

A person who is deaf-mute and a person who is trying to communication with them is our customer.

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6. CUSTOMER CONSTRAINTS

What constraints prevent your customers from taking action or limit their choices of solutions? i.e. spending power, budget, no cash, network connection, available devices.

CC

- The application is cost efficient.
- Lack of Network Connection.
- Eliminates the usage of expensive technology.

5. AVAILABLE SOLUTIONS

Which solutions are available to the customers when they face the problem

AS

or need to get the job done? What have they tried in the past? What pros & cons do these solutions have? i.e. pen and paper is an alternative to digital notetaking

- The solutions aims to provide that person can easily communicate with each others.
- The user-friendly nature of the system ensure that people can use it without any difficulty.

Explore AS, differentiate

Focus on J & P, tap into BE, understand

2. JOBS-TO-BE-DONE / PROBLEMS

Which jobs-to-be-done (or problems) do you address for your customers?  
There could be more than one; explore different sides.

J&P

- Person can able to convey their information with other by using this application.
- Mute people can able to communicate with normal people, here gestures were converted into voice.

9. PROBLEM ROOT CAUSE

What is the real reason that this problem exists? What is the back story behind the need to do this job?  
i.e. customers have to do it because of the change in regulations.

RC

The root cause is manually keep tracking of gestures is really hard and not easy to understand by all peoples.

7. BEHAVIOUR

What does your customer do to address the problem and get the job done?

BE

i.e. directly related: find the right solar panel installer, calculate usage and benefits;  
indirectly associated: customers spend free time on volunteering work (i.e. Greenpeace)

- As an easy and practical way to achieve human-computer-interaction.
- Gesture to speech and text-conversion has been used to reduce the hardware components.

Focus on J & P, tap into BE, understand

Identifying TR EM

Identify system	<div><div>3. TRIGGERS</div><div>What triggers customers to act? i.e. seeing their neighbour installing solar panels, reading about a more efficient solution in the news.</div><div>By seeing others installing the application to communicate with specially-Abled person increases the product needs.</div></div>	<div><div>10. YOUR SOLUTION</div><div>If you are working on an existing business, write down your current solution first, fill in the canvas, and check how much it fits reality. If you are working on a new business proposition, then keep it blank until you fill in the canvas and come up with a solution that fits within customer limitations, solves a problem and matches customer behaviour.</div><div><div>➤</div><div>The application can be integrated with other mobile devices to improve user interaction and make the system more robust.</div></div></div>	<div><div>8. CHANNELS of BEHAVIOUR</div><div><div>8.1 ONLINE</div><div>What kind of actions do customers take online? Extract online channels from #7</div><div>Finding the outline of the image using online.</div></div><div><div>8.2 OFFLINE</div><div>What kind of actions do customers take offline? Extract offline channels from #7 and use them for customer development.</div><div>They have to provide a gesture in their hands.</div></div></div>	Extra content & offline Channels of BE
	<div><div>4. EMOTIONS: BEFORE / AFTER</div><div>How do customers feel when they face a problem or a job and afterwards? i.e. lost, insecure &gt; confident, in control - use it in your communication strategy &amp; design.</div><div>Loss their confident , Frustrated, confused and depressed</div></div>			